



# PT Multiuser Feature

SSA CATC



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# Packet Tracer Multiuser

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- Port Visibility
- Saving Offline
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# Introduction

- It is a feature in PT that allows allows **multiple** point-to-point (peer) connections between multiple instances of Packet Tracer
- Creates a fun, interactive, social , collaborative and competitive learning environment



# Technical Information

- Communicates between instances using PTMP.
- PTMP is TCP based.
- By default, uses TCP port 38000, is customizable, and each new instances on the same PC will use the next available port.
- On by default.
- Console cable also allowed.
- Transparent to the simulated network.
- Default password: cisco
- Wireless is not supported over Multiuser.



# Creating Multiuser server

- Click on the **Multiuser Connection** in the Device-Type Selection Box
- Select the **Remote Network** cloud and create it on the workspace.
- Then click on the cloud to open the Multiuser Connection dialog.



# Creating Multiuser server

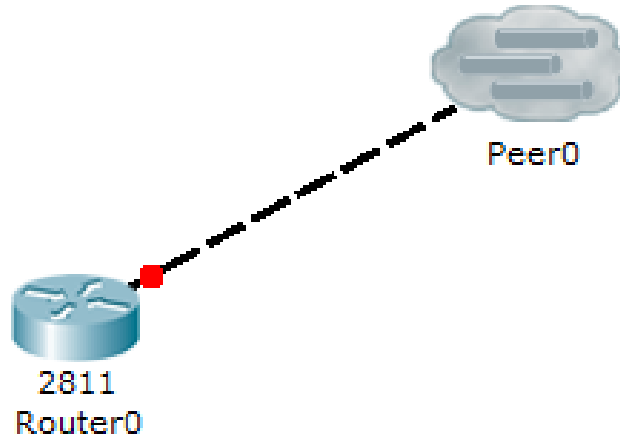
- By default the connection type is – **Incoming** (server side)
- You can uncheck “Use Global Multiuser Password” and change it from “**cisco**”





# Creating Multiuser server

- You can connect the multiuser cloud to the router using a crossover cable as shown





# Creating Multiuser – Client Side

- In a similar manner, you can start a new instance of packet tracer and create and have the multiuser cloud and a router in the Workspace
- This cloud will represent one entry point to another user







# Client Side

- Click on the cloud to open the Multiuser Connection dialog.
- Choose the **Outgoing** option for **Connection Type**
- In the **Peer Address** field, enter the remote user's IP address and the port their instance of Packet Tracer is listening on in the **address:port** format.

The screenshot shows a window titled "Multiuser Connection" with a blue header bar containing a small icon and standard window controls. The main area is light beige and contains the following fields:

- Connection Type:** A dropdown menu with "Outgoing" selected.
- Peer Address:** A text field containing "localhost:38000".
- Peer Network Name:** An empty text field.
- Password:** An empty text field.

At the bottom right, there are two buttons: "Connect" and "Cancel".



# Client Side

- **Peer Network Name** is optional
- You can specify an existing incoming cloud
- Leaving peer network name blank will create a new cloud in the remote peer's network.
- The password field is the password set in the **Listen** dialog from the remote peer's Packet Tracer instance



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- Connection Type:** A dropdown menu with 'Outgoing' selected.
- Peer Address:** A dropdown menu with 'localhost:38000' selected.
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# Client Side

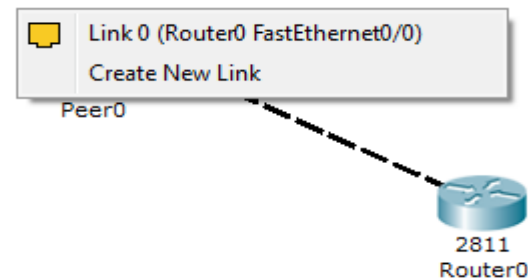
- When the fields are set properly, click on the **Connect** button
- On the server side, you will then be prompted to accept the connection ( this is the default but can be changed)





# Multuser

- When the incoming connection has been accepted, a Multuser session has started. Each peer will have a cloud for connecting a cable to the remote user
- Create the link to your device on one end, and select the cloud on the other end
- **Create New Link** will connect your cable to the cloud as one side of a cable run
- If **ports** are available, it means the other user has cables connected to their end of the cloud and you may connect to these ports.





# The End